

INSIDE THE CHAMPIONS'

L O C K E R R O O M

By ESION - u/ShADRAPlayer



INSIDE THE CHAMPION'S LOCKER ROOM



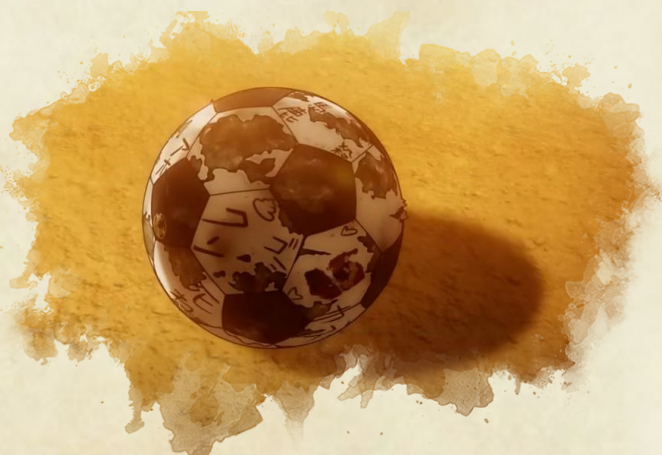
THIS IS A COLLECTION OF MAGIC ITEMS INSPIRED BY the JRPG Inazuma Eleven, written to celebrate its 15th anniversary and the release of Inazuma Eleven: Victory Road beta test, made to be enjoyed by both fans of the series and all D&D player.

BALL

Type: **Simple Ranged Weapon** Cost: **2sp** Weight: **1lbs**

The ball is a ranged weapon. Proficiency with a ball allows you to add your proficiency bonus to the attack roll for any attack you make with it. It also allows you to choose where it lands in a 20ft radius from your target, either it hits or misses.

Name	Cost	Damage	Weight	Properties
Ball	1gp	1d6 bludgeoning	1lbs	(range 60/150)



CLAIRVOYANCE GOGGLES

Wondrous Item, **uncommon**

These sleek goggles tinted green are specially made to help correct and improve the wearer's aim and focus.

Whenever you miss an attack roll you can use your reaction to gain advantage on all subsequent attack rolls until the end of your turn.



BLAZING STRIKER SHOES

Wondrous Item, **rare** (Requires Attunement)

Wearing these slick shoes allows you to cast **Fireball** as a 3rd level spell once a day. You can forgo the somatic and material components of the spell, and instead cast it by kicking a ball or any spherical object.

Additionally, the range for this casting of Fireball is 300ftm, and you can make a Charisma (Performance) check of DC 18. On a success the Fireball is cast at 5th level.



MOON RABBIT MAGIC

Wondrous Item, **rare** (Requires Attunement)

This jade amulet displaying a rabbit standing under the Moon was made by an aspiring young Sorcerer who had no friends to play with in his childhood, so he'd often use his magic to make his own.

As an action, you can spend any amount of 1-st level spell slots to create illusory clones of yourself, one for each spell slot used. The clones are all slightly different in appearance from you and each other, and they take their turn immediately after yours. The clones will do their best to make themselves useful by running to your allies and taking the **help** Action, after which they will disappear.

The clones have your same movement speed, an AC of 10 and are destroyed by any attack that hits them, they are immune to Psychic damage and automatically fail all saving throws. The clones can take the **dodge**, **dash** or **disengage** Action if there is no ally in range they can help.

PENGUIN DICE

Wondrous Item, rare

This 10-sided dice presents cute little penguins engraved on each side.

The dice has 10 charges and when rolled or dropped, a charge is consumed and a different effect occurs based on the result. When all charges are expended, roll 1d10. On a 1 or 2 the dice crumbles to dust, otherwise it regains that number of charges.

Side	Engraving	Effect
1	1 small penguin	1 penguin is summoned randomly within 60ft of the dice.
2	2 small penguins	2 penguins are summoned randomly within 60ft of the dice.
3	3 small penguins	3 penguins are summoned randomly within 60ft of the dice.
4	1 penguin wearing a helmet	A penguin is summoned randomly within 60ft of the dice, wearing a very fashionable random hat, headpiece, or accessory, which they will constantly show off to different people.
5	10 angry penguins	10 angry penguins are summoned within 120ft of the dice. The penguins are aggressive, and they will attack anyone in sight.
6	A hand petting various penguins	5 animated Penguins appear tattooed on your dominant hand, who will aid you in guiding your strikes. You have Advantage on the next 5 attack rolls you will make.
7	A waddle of penguins wearing shirts	11 penguins wearing numbered matching shirts are summoned randomly within 120ft of the dice. They seem to be very close friends and they always move together.
8	A waddle of... flying penguins?!	8 penguins are summoned randomly within 120ft of the dice, who, against all known laws of aviation, are capable of flying, and at a speed of 40ft.
9	A high and mighty penguin	You turn into a large penguin, as if by the effects of the Polymorph spell.
10	2 opposing penguins	The neverending fight between the God Penguin and the Devil Penguin continues. One of the two sides seems to have won one of countless battles, toss a coin to determine the outcome. Heads. The God Penguin has won. In 1d4 days, a waddle of penguins will bring you an uncommon magic item or potion as a reward for your contribution to the fight. Tails. All penguins across all planes turn chaotic evil until the Devil Penguin will be defeated again. Nothing happens if the coin toss results in the same outcome twice in row.

PENGUIN

Small beast, unaligned

Armor Class 11 (natural armor)

Hit Points 5(2d4)

Speed 10ft, 40ft (swimming)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (+0)	6 (-2)	8 (-1)	14 (+2)

Senses passive Perception 9

Damage Resistances cold

Languages none

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

ACTIONS

Beak. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 3 (1d4 + 1)

ALIUS FRAGMENT

Wondrous Item, *very rare* (Requires Attunement)

This small fragment comes from an otherworldly meteorite crashed on the Material Plane. It glows with a mesmerizing faint purple light.

While attuned to the Alius Fragment you have a +1 bonus to all melee attack rolls and a +2 bonus to all ranged attack rolls, Dexterity, and Constitution saving throws.

Attuning to this pendant with a Wisdom score lower than 17 will cause the **curse** property of the pendant to take effect.

curse. The memories of your life before attuning to the Alius Fragment begin to fade, and your personality is altered by its influence as well, making you increasingly aggressive and obsessed with power. With the Alius Fragment holding control over your mind, you gain Advantage on Charisma saving throws to avoid being charmed by other creatures or cursed items.

The amulet will crack and lose all magical properties if you fall unconscious as a result of falling to 0 hp.



BLACK BALL

Weapon (Ball), *very rare* (Requires Attunement)

A Black Ball is the pride of any Sakka Monastery. They are crafted exclusively when the Monastery deems its Monks to have reached peak physical performance. Each Black Ball is unique in appearance and functionality, often crafted to mirror the values and strengths of each Monastery.

When a Monastery boasting a Black Ball is defeated, they lose the rights to their prized possession, and will start looking for a worthy inheritor for their artifact.

KNOWN BLACK BALLS

Secondary Color	Effect
Purple	Incredibly heavy and destructive. Requires a Strength Score of 15 or higher to use, and deals 3d10 bludgeoning damage on a hit.
Dark Red	This ball distorts the space around it. Any melee weapon attack made within 10ft of the ball is made at Disadvantage.
Glowing Light Blue	This ball emanates frigid cold wherever it is brought. The area in a 15ft radius around the ball is constantly covered with ice, making it difficult terrain for everyone except you or creature with resistance to Cold damage.
Glowing Red	This ball creates small explosions whenever it hits a creature. On a hit, this ball deals an additional 2d6 Fire damage to any creature in a 5ft radius.
White	This ball has 2 charges. As a Bonus Action, you can use one of the charges to trigger a blinding light emanating from the ball. All creatures within a 15ft radius must make a DC 15 Constitution saving throw or be Blinded until the start of your next turn. The ball regains 1 charge at dawn.
Purple and Lilac	Once per turn, when you hit a creature with this ball the target must make a DC 15 Charisma saving throw or be Charmed by you until the start of your next turn.



GODS AQUA

Potion, *very rare*

This crystal clear liquid is indistinguishable from regular water. Drinking this potion increases all your Ability scores by +2 for the next hour. Drinking another Gods Aqua potion while under its effects causes 4 levels of exhaustion when the effects of the first potion wear off.



SPELL CATCHING GLOVES

Wondrous Item, *very rare* (Requires Attunement)

These practical and large leather gloves are made with the hide of a Spellbreaker Panther, thus harnessing some of their properties.

When you're the target of a ranged spell attack or when you're required to make a saving throw provoked by the casting of a spell, you can use your reaction to try and catch the spell. You can choose to do so only before the outcome is decided, and in doing so the gloves will glow a faint orange and will reshape the incoming spell into a magic projectile you can catch.

If the spell misses your AC by 5 or more, or if you succeed the saving throw by 5 or more, you catch the spell with your hands, and you can redirect it to a creature or a point in space you can see within 60ft of you.



BEARKILLER'S SCARF

Wondrous Item, *legendary* (Requires Attunement)

"THE NORTHERN WINDS SHALL NOW SING HIS NAME during the harshest snowstorms, so that all may know what ruthlessness truly looks like."

— Moloch, *Sacred Beast*

While attuned to this scarf, you are bestowed with a portion of the Bearkiller's power. You gain Resistance to Cold damage, Advantage on Dexterity saving throws and deal an additional 1d6 Cold damage every time you land a hit.

As a Bonus Action, you can surrender your body to the spirit of Aiden the Bearkiller for the next minute, or he may sometimes try to take control of the body if he deems the wearer too docile during confrontations. When this happens, the wearer must make a DC 16 Wisdom saving throw or lose control of their body.

During this time you are controlled as if by the effects of the *Dominate Monster* spell, and you gain the following benefits.

Indomitable Dexterity. Your Dexterity Score increases to 23, for a maximum of 25. During this time, any weapon has the Finesse property when wielded by you. Additionally, you can use your Dexterity modifier to calculate your Spell Save DC and Spell Attack Modifier instead of your usual spellcasting modifier for any spell that requires a somatic component.

Blizzard Wizard. Your resistance to Cold damage turns into immunity and you deal one more additional 1d6 Cold damage every time you hit a creature. Finally, you can cast the **Ice Ground** spell without expending a spell slot and without requiring material components, once per day.

Once the possession has ended, Aiden cannot take control over your body again for the next 1d4+1 days.

Personality. The Bearkiller's conscience rests within his scarf. He cares only to entertain himself through ever so spectacular and violent ways. On the battlefield, he usually picks the strongest opponent and designates him as his rival, which he intends to defeat. When Aiden is on the field, he never holds back and always makes first the most destructive actions he can take, disregarding how many resources it may consume or if allies might end up caught in the crossfire.

Sentience. The Bearkiller's Scarf is a sentient chaotic neutral item with an Intelligence of 15, a Wisdom of 13, and a Charisma of 16. It has hearing and darkvision out to a range of 60 feet.

ICE GROUND

3rd-level transmutation

Casting Time: 1 action

Range/area: 60ft (30ft cube)

Components: V, S, M (two ice cubes and two blades of grass)

Duration: Concentration, up to 1 hour

Choose a point you can see on the ground within range. The ground in a 30ft cube turns to solid ice. For every 10 feet a creature walks on the ice, they must make a Dexterity saving throw against your Spell Save DC. On a fail they take 2d4 bludgeoning damage and 2d4 cold damage, and they fall prone.



CREDITS

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